

OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣	10+	4	4+ cards	If Weak, bid 1 Major before 1♦
1♦	10+	4	4+ cards	
1♥♠	10+	4	4+ cards	Jacoby 2NT 1
1NT	12-14	-	Bal	Stayman, 2 suit Transfers, 2,3 3♣♦♥♠ = Natural & Strong
2♣	20+	-	23+ Bal or FG	2♦ = Relay
2♦♥♠	5-10	5	Weak, Usually 6	2NT=Ogust, New Suit = F1 4
2NT	20-22	-	Balanced May have singleton A/K	Puppet Stayman, Transfers 5 3♠ = 5♠ + 4♥, 4 minor = SI
3 bids	5-9	7	3 minor: Pre-empt, 1 st /2 nd pos = 2 of AKQ 3 Major: Pre-empt 3NT: AKQ to 7, No outside A or K	
4 bids	5-9	8	Pre-empt	

SPECIAL USES OF DOUBLES:

Game Try X	We bid & raise and Opponents bid & raise
Responsive X	We bid, Opponents bid & raise
Lightner X vs slams bid to make	Do NOT lead my suit
Opps X a Cue bid	XX = 1 st round control

Slam Conventions	Meaning of Responses	Action over interference
Name: 4NT: RKCB (3041) 4NT: King ask 5NT GSF	5♣=0/3 5♦=1/4 5♥=2/5 No Q 5♠=2/5 & Q 6♠=3 6♣=0/4 6♦=1 6♥=2	X = 0/3, P = 1/4 X = 0/3, P = 1/4 -
	6 trump suit = 0/1 of AKQ, 7 trump suit = 2 of AKQ	

DEFENSIVE BIDS			
OVER-CALLS	Meaning	Opponents Open	Defensive Methods
Simple	5+ cards, 8+ HCP	Strong 1♣	X=Majors, NT=minors
Jump	3♦♥♠ = 6 cards, 5-10 HCP 3♣ = CRO (Odd suits)	Weak 1NT	X = Penalty 2♣ = ♥'s & another 6 2♦ = ♠'s & another 2 Major = Natural
Cue Bid	CRO (2 suits, same Colour) (Weak or Strong)	Strong 1NT	As per 1NT 6
1 NT	Direct 15-17	Weak 2	X = T/O with Leb, Suit = NF 2NT = 15-17 (Puppet, Transfers)
	Protective 11-14		
2NT	Responses As 1NT opening	Weak 3	X = T/O
	Direct UNT	4 bids	X = T/O
Protective UNT	MULTI		
Responses			

ACTION AFTER OPPONENTS INTERVENE WITH

Simple Overcall	Double	Negative	Bids	Cue = UCB else Natural
Jump Overcall	Double	Negative thru 3♠	Bids	Cue = UCB else Natural
Double	Redouble	New suit	Jump in new suit	Jump raise 2NT
	9+ HCP, Supp unknown	Nat, NF	Nat, NF	Pre-empt Limit Raise+

Other Conventions:

Checkback over 1NT rebid & 2NT rebid
Lebensohl over X of Opps Weak 2 & Over interference of our 1NT

OPENING LEADS	v suit contracts	4 th , 2 nd from bad suits, MUD			
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;"> Attach Red Spot, or hatch over, if using non-standard leads </div>	<u>AK</u> <u>K109</u> <u>109x</u> <u>Hxxx</u>	<u>AKx</u> <u>QJ10</u> <u>987x</u> <u>Hxx</u>	<u>KQ10</u> <u>QJx</u> <u>10xxx</u> <u>xx</u>	<u>KQx</u> <u>J10x</u> <u>Hxxx</u> <u>xxx</u>	<u>KJ10</u> <u>10xx</u> <u>Hxxxx</u> <u>xxxx</u>
	Other leads:	<u>AKx(x)</u> <u>K109</u> <u>10xxx</u> <u>Hxxx</u>	<u>AJ10x</u> <u>QJ10</u> <u>109x</u> <u>Hxxx</u>	<u>KQ10</u> <u>QJx</u> <u>987x</u> <u>xx</u>	<u>KQx</u> <u>J10x</u> <u>Hxx</u> <u>xxx</u>

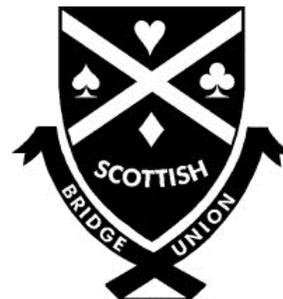
(In all the card combinations shown, circle the card normally lead if different from standard i.e. underlined card)

CARDING METHODS	Describe Primary method. State alternative in brackets.
On Partner's lead	A/Q = Standard Att, K = Standard Count (except unblock vs NT)
On Declarer's lead	Standard Count
When Discarding	Standard Att
Exceptions to above	

SUPPLEMENTARY DETAILS

(Please cross reference to appropriate part of card)

- .1 **Jacoby 2NT** FG OFF over suit/X interference
 3-level bids = Singleton/Void 4-level bids = 2nd suit, 4+ cards, 2+ of AKQ
 3 Major = Above Min, Extra length 4 Major = Min, Extra length, No shortage
 3NT = Above Min, Balanced
- 2 **Stayman**
 1NT – 2♣ / 2♦ – 2♥ NF, At least 44 Majors, Only correct to 2♠ if ♠'s longer than ♥'s
 1NT – 2♣ / 2♦ – 2♠ NF, To Play
 1NT – 2♣ / 2♦ – 3♣ NF, To Play (5+♣'s & a 4 card Major)
 1NT – 2♣ / 2♦ – 3♦ Inv, 55 Majors
 1NT – 2♣ / 2♦ – 3M FG, 5M & 4oM
 1NT – 2♣ / 2M – 3m NF, To Play (5+ minor & other 4 card Major)
- 3 **Responses to 1NT**
 1NT – 2♦ Trf to 2♥, Break, with 4+ cards, to: 1) New suit = Max, Values 2) 3♥ = Min
 1NT – 2♥ Trf to 2♠, Break, with 4+ cards, to: 1) New suit = Max, Values 2) 3♠ = Min
 1NT – 2♠ Transfer to a minor (Weak ♣'s or Weak ♦'s)
 1NT – 2NT Inv
- 4 **Ogust** 2NT response to Weak 2♦♥♠ Opening
 Responses: 3♣ = Min HCP, Poor suit 3♦ = Min HCP, Good suit
 3♥ = Max HCP, Poor suit 3♠ = Max HCP, Good suit 3NT = AKQ
- 5 **Puppet Stayman** 3♣ response to 2NT opening or 2NT rebid after 2♣ opening
 Responses: 3♦ = No 5 card Major, At least one 4 card Major
 4♣ = Slam Interest in both Majors
 4♦ = No Slam Interest
 3♥♠ = 5♥♠
 3NT = No 4+ card Major
- 6 **Defence to Opponents 1NT Opening**
 2♣ F, ♥'s and a 2nd suit, At least 54, Complete with 3+ cards
 2♦ F, ♠'s and a 2nd suit, At least 54, Complete with 3+ cards
 (If both Majors, anchor to longer Major else anchor to ♥'s)
 Responses by Partner:
 Bid intervening suit Denies 3+ in Major
 - Overcaller bids Major with 5 else 2nd suit
 Bid shown Major Shows 3+ cards in suit
 Bids 2NT Asks for 2nd suit
 New suit To Play
 2♥♠ NF, 5+ cards
 2NT F, minors, At least 54



Name: Ted Booth (SBU No 19652)

Partner: Judi Lawson (SBU No 19493)

GENERAL DESCRIPTION OF SYSTEM

Bidding Methods:-

ACOL, 12-14 NT, Weak 2♦♥♠, Standard carding (HELD)

Style of leads, signals, discards:-

Leads: 2nd/4th, MUD

Signals: HELD

Discards: HELD

ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

STRENGTH OF 1NT OPENERS: 12-14 HCP

2♣ RESPONSE TO 1NT OPENER IS: Stayman (Promissory)

Both players of a partnership must have identically completed convention cards.
 Cards must be exchanged with opponents for each round.